Listing of the Claims:

1   1. (Original) A method for visually configuring a product by placing a plurality of

2   selectable components into a plurality of slots, comprising:

3   (a) initializing a configuration layout with proper state;

4   (b) receiving a selection of one of the plurality of selectable objects, and of one of

5   the plurality of slots in which the selected object may be placed;

6   (c) providing visual feedback indicating a validity of the selections;

7   (d) receiving a placement of the selected object;

8   (e) receiving input regarding the placement from a remote inference engine;

9   (f) updating the visual feedback as needed based on the received input; and

10   (g) repeating steps (b) through (f) until no more selections are received.

1   2. (Original) A method for visually configuring a product by placing a plurality of

2   selectable components into a plurality of slots, comprising:

3   (a) initializing a configuration layout with proper state;

4   (b) receiving a selection of one of the plurality of selectable objects, and of one of

5   the plurality of slots in which the selected object may be placed;

6   (c) looking up a set of constraints on the placement of the selected object;

7   (d) receiving a placement of the selected object;

8   (e) receiving input regarding the placement from a remote inference engine;

9   (f) implementing the received input;

10   (g) storing a new set of constraints based on the placement of the selected object;

11   and

12   (h) repeating steps (b) through (g) until no more selections are received.

1   3. (Original) The method of claim 2, further comprising:

2   transmitting information regarding the placement of the object to the inference

3   engine.

1   4. (Original) The method of claim 2, wherein the step of looking up constraints comprises

2   looking up a forward-looking rules table.

1   5. (Original) The method of claim 4, wherein the step of storing a new set of constraints

2   comprises storing a new forward-looking rules table.

1   6. (Original) The method of claim 2, wherein the input is received from an inference

2   engine.

1   7. (Original) The method of claim 2, wherein the selection of one of the plurality of

2   selectable objects, and of a slot in which the selected object may be placed, is

3   received via a user interface.

1   8. (Original) The method of claim 2, wherein the received input is implemented in a user

2   interface.

1   9. (Original) A system for visually configuring a product from a plurality of selectable

2   components, comprising:

3   a user interface for displaying the plurality of selectable components and a

4   plurality of slots into which the plurality of selectable components can be

5   placed; and

6   a user intelligence communicatively coupled to the user interface, for receiving a

7   set of constraints from a remote inference engine and implementing the set

8   of constraints.

1   10. (Original) The system of claim 9, wherein the visual user interface comprises:

2   donors depicting the plurality of selectable components;

3   receptors depicting the plurality of slots into which the donors can be placed;

4   a graphical manipulation enabler for implementing drag and drop behavior of the

5   donors into the receptors; and

6   a configuration conflicts displayer, for updating a visual display responsive to at

7   least one of the plurality of donors being put into at least one of the

8   plurality of slots such that at least one constraint stored on the user

9   intelligence is violated.

1   11. (Original) The system of claim 9, wherein the user intelligence comprises:

2   an interpretor for receiving a set of constraints from an inference engine;

3   a storage for storing the set of constraints;

4   an implementor for implementing the forward-looking rules stored in the table;

5   and

6   an encoder for encoding and sending data regarding a user's current selection

7   from the plurality of donors and the plurality of receptors to the inference

8   engine.

1   12. (Original) A system for visually configuring a product from a plurality of selectable

2   components, comprising:

3   on a client device:

4   a visual user interface for displaying the plurality of selectable

5   components and a plurality of slots into which the plurality of

6   selectable components can be placed;

7   a user intelligence communicatively coupled to the visual user interface

8   for determining, by using a forward-looking rules table, the

9   validity of placement of one of the plurality of selectable

10   components into one of the plurality of slots; and

11   on a remote host device:

12   an inference engine communicatively coupled to the user intelligence, for

13   storing rules and constraints governing placement of the plurality

14   of selectable components, and for generating the forward-looking

15   rules table.

1   13. (Original) The system of claim 12, wherein the client device further comprises a web

2   browser which is communicatively coupled to the remote host device via a

3   network service.

1   14. (Original) A computer program embodied in a tangible medium and capable of being

2   executed by a computer for performing a method for visually configuring a

3   product by placing a plurality of selectable components into a plurality of slots,

4   comprising:

5   (a) initializing a configuration layout with proper state;

6   (b) receiving a selection of one of the plurality of selectable objects, and of one of

7   the plurality of slots in which the selected object may be placed;

8   (c) providing visual feedback indicating a validity of the selections;

9   (d) receiving a placement of the selected object;

10   (e) receiving input regarding the placement from a remote inference engine;

11   (f) updating the visual feedback as needed based on the received input; and

12   (g) repeating steps (b) through (f) until no more selections are received.

1   15. (Original) A computer program embodied in a tangible medium and capable of being

2   executed by a computer for performing a method for visually configuring a

3   product by placing a plurality of selectable components into a plurality of slots,

4   comprising:

5   (a) initializing a configuration layout with proper state;

6   (b) receiving a selection of one of the plurality of selectable objects, and of one of

7   the plurality of slots in which the selected object may be placed;

8   (c) looking up a set of constraints on the placement of the selected object;

9   (d) receiving a placement of the selected object;

10   (e) receiving input regarding the placement from a remote inference engine;

11   (f) implementing the received input;

12   (g) storing a new set of constraints based on the placement of the selected object;

13   and

14   (h) repeating steps (b) through (g) until no more selections are received.

1   16. (Previously Presented) A method of visually configuring a product by placing one or

2   more of a plurality of objects into one or more slots, subject to a plurality of

3   configuration rules, the method comprising:

4   (a) providing the plurality of objects and a predetermined product configuration

5   layout to a client device for display within a graphical user interface, the

6   product configuration layout including the one or more slots;

7   (b) receiving, from the client device, a selection of one of the plurality of objects

8   displayed within the graphical user interface and a selection of one of the

9   one or more slots, the selection of the one of the plurality of objects and

10   the selection of one of the one or more slots being for modification of the

11   product configuration layout;

12   (c) causing the graphical user interface to indicate that the selected object cannot

13   be placed in the selected slot, if placing the selected object in the selected

14   slot would violate one or more of the plurality of configuration rules; and

15   (d) causing the graphical user interface to show the selected object within the

16   selected slot, if placing the selected object in the selected slot would not

17   violate any of the plurality of configuration rules.

1   17. (Previously Presented) The method of claim 16, wherein the plurality of configuration

2   rules allow a finite number of valid product configuration layouts.

1   18. (Previously Presented) The method of claim 16 wherein a forward-looking rules table

2   is used to determine if placing the selected object in the selected slot would

3   violate one or more of the plurality of configuration rules.

1   19. (Previously Presented) The method of claim 16 wherein a user intelligence stored on

2   the client device is used to determine if placing the selected object in the selected

3   slot would violate one or more of the plurality of configuration rules.

1   20. (Previously Presented) The method of claim 16 wherein an inference engine on a

2   server is used to determine if placing the selected object in the selected slot would

3   violate one or more of the plurality of configuration rules, the server being

4   configured for receiving the selection of one of the plurality of objects.

1   21. (Previously Presented) The method of claim 16 wherein the selection of one of the

2   plurality of objects and the selection of one of the one or more slots includes

3   dragging the one of the plurality of objects to the one of the one or more slots

4   within the graphical user interface.

1   22. (Previously Presented) The method of claim 16 wherein the selection of one of the

2   plurality of objects and the selection of one of the one or more slots includes

3   dragging the one of the plurality of objects to the one of the one or more slots

4   within the graphical user interface, and wherein causing the graphical user

5   interface to indicate that the selected object cannot be placed in the selected slot

6   includes not allowing the dragged one of the plurality of objects to be dropped in

7   the one of the one or more slots.

1   23. (Previously Presented) The method of claim 16 wherein the configuration layout is

2   representative of a physical layout of the product.

1   24. (Previously Presented) A method of visually configuring a product by placing one or

2   more of a plurality of objects into a slot, the method comprising:

3   providing a product configuration layout to a client device for display within a

4   graphical user interface, the product configuration layout including a slot

5   for placement of one of the plurality of objects;

6   providing the plurality of objects to the client device for display within the

7   graphical user interface;

8   receiving, from the client device, a selection of one of the plurality of selectable

9   objects for placement within the slot;

10   causing the graphical user interface to show the selected selectable object within

11   the slot if the selected object can be placed in the slot without violating a

12   configuration rule; and

13   causing the graphical user interface to indicate that the selected object cannot be

14   placed in the slot, if placing the selected object in the selected slot would

15   violate the configuration rule.

1   25. (Previously Presented) The method of claim 24, wherein providing a product

2   configuration layout and providing the plurality of selectable objects are

3   performed in one step.

1   26. (Previously Presented) The method of claim 24, wherein the slot is predetermined.

1   27. (Previously Presented) The method of claim 24, wherein the slot is selected from a

2   plurality of slots included in the product configuration layout.

1   28. (Previously Presented) The method of claim 24, wherein the slot is selected from a

2   plurality of slots included in the product configuration layout, the plurality of slots

3   being representative of physical locations within the product.

1   29. (Previously Presented) A method of configuring a product for purchase, the method

2   comprising:

3   selecting the product for purchase, the product having a plurality of alternative

4   configurations, the plurality of alternative configurations being limited by

5   a plurality of configuration rules;

6   viewing a first configuration of the plurality of alternative configurations and a

7   plurality of objects, within a graphical user interface, the viewed first

8   configuration including one or more slots within which at least one of the

9   plurality of objects may be placed;

10   specifying a second configuration of the selected product by selecting a first of

11   the plurality of objects for placement in a first of the one or more slots, the

12   placement of the first of the plurality of objects in the first of the one or

13   more slots being limited by a subset of the plurality of configuration rules,

14   the selection of the first of the plurality of objects being made using the

15   graphical user interface.

1   30. (Previously Presented) The method of claim 29, wherein the subset of the plurality of

2   configuration rules is determined based on the first configuration.

1   31. (Previously Presented) The method of claim 29 further including selecting the first of

2   the one or more slots by dragging the first of the plurality of objects to the first of

3   the one or more slots, within the graphical user interface.

1   32. (Previously Presented) The method of claim 29, wherein the plurality of alternative

2   configurations includes a finite number of alternative configurations, the finite

3   number being determined in part by the plurality of configuration rules.

1   33. (Previously Presented) The method of claim 1, wherein the selection of one of the

2   plurality of selectable objects affects a validity of a selection of another of the

3   plurality of selectable objects and a selection of another of the plurality of slots.

1   34. (Previously Presented) The method of claim 1, wherein the selection of one of the

2   plurality of selectable objects occurred prior to the selection of one of the plurality

3   of slots.

1   35. (Previously Presented) The method of claim 16, wherein causing the graphical

2   interface to indicate that the selected object cannot be placed in the selected slot

3   occurs while attempting to place the selected object in the selected slot.